

Amendments to the Claims:

This listing of claims replaces all prior versions and listings of claims in the application:

Listing of Claims:

1-30. (Cancelled)

31. (Currently Amended) A system for electronic gaming at locations remote from a gaming source authorized to host gaming services, comprising:

a broadcast station arranged to transmit game play signals in accordance with instructions from the gaming source; and

a remote gaming device having a memory arranged to store geographic delimiters defining an authorized gaming area for the gaming source, the remote gaming device further having a location determination system arranged to determine a physical location of the remote gaming device;

wherein the remote gaming device stores a credit balance, the credit balance representing funds available for game play, wherein the broadcast station transmits the credit balance to the remote gaming device, and

wherein the remote gaming device determines whether the physical location of the device is within the authorized gaming area as defined by the geographic delimiters, and wherein the remote gaming device is placed in an active condition for game play using the game play signals when the physical location of the remote gaming device is within the authorized gaming area and when the credit balance is greater than zero.

32. (Previously Presented) The system of claim 31, wherein the geographic delimiters are determined based on a registration location of the remote gaming device.

33. (Previously Presented) The system of claim 31, wherein the geographic delimiters are provided to the remote gaming device in response to registration of the remote gaming device.

34. (Previously Presented) The system of claim 31, the remote gaming device further comprising:

- a receiver arranged to receive the game play signals;
- a processor operatively connected to the receiver; and
- instructions, stored in memory and executable by the processor, arranged to cause graphical images depicting game play to be displayed on a display of the remote gaming device.

35. (Previously Presented) The system of claim 34, wherein the location determination system is operatively connected to the receiver.

36. (Previously Presented) The system of claim 31, the remote gaming device further comprising:

- a GPS device, wherein the location determination system is further arranged to determine the physical location of the remote gaming device based on an output of the GPS device.

37. (Previously Presented) The system of claim 31, wherein the location determination system is further arranged to determine the physical location of the remote gaming device based on radio frequency triangulation telemetry tracking.

38. (Previously Presented) The system of claim 37, wherein data for the radio frequency triangulation telemetry tracking is received from the broadcast station.

39. (Previously Presented) The system of claim 31, wherein the game play signals are broadcast on a band selected from the group consisting of an FM band, an AM band, a television band, a satellite band, and a cellular band.

40. (Previously Presented) The system of claim 31, wherein the remote gaming device is arranged as a smart card.

41. (Previously Presented) The system of claim 31, wherein the remote gaming device is arranged as a stand-alone purpose-built electronic gaming device.

42. (Currently Amended) A method of facilitating electronic gaming at locations remote from a gaming source authorized to host gaming services, comprising:

activating a remote gaming device, wherein the activating includes providing to the remote gaming device geographic delimiters defining an authorized gaming area for the gaming source; and

broadcasting to the remote gaming device game play signals in accordance with instructions from the gaming source, the broadcasting comprising broadcasting a credit balance to the remote gaming device.

wherein the remote gaming device stores [[a]] the credit balance, the credit balance representing funds available for game play, and

wherein the remote gaming device determines whether a physical location of the device is within the authorized gaming area defined by the geographic delimiters, and wherein the remote gaming device is placed in an active condition for game play using the game play signals when the physical location of the remote gaming device is within the authorized gaming area and when the credit balance is greater than zero.

43. (Previously Presented) The method of claim 42, wherein the physical location of the remote gaming device is determined by the remote gaming device.

44. (Previously Presented) The method of claim 42, wherein the geographic delimiters are determined based on a registration location of the remote gaming device.

45. (Currently Amended) A method of electronic game play at location remote from a gaming source authorized to host gaming services, comprising:

storing with a remote gaming device geographic delimiters defining an authorized gaming area for the gaming source;

~~storing with the remote gaming device a credit balance, the credit balance representing funds available for game play;~~

determining with the remote gaming device a physical location of the remote gaming device;

determining at the remote gaming device whether the physical location of the device is within the authorized gaming area defined by the geographic delimiters;

receiving with the remote gaming device game play signals broadcasted in accordance with instructions from the gaming source;

~~storing with the remote gaming device a credit balance, the credit balance representing funds available for game play, wherein at least a portion of one of the received game play signals defines the credit balance;~~ and

enabling game play using the game play signals when the physical location of the remote gaming device is within the authorized gaming area and when the credit balance is greater than zero.

46. (Previously Presented) The method of claim 45, wherein the geographic delimiters are determined based on a registration location of the remote gaming device.

47. (Previously Presented) The method of claim 45, wherein the physical location of the remote gaming device is determined using a GPS device.

48. (Previously Presented) The method of claim 45, wherein the physical location of the remote gaming device is determined based on radio frequency triangulation telemetry tracking.

49. (Previously Presented) The method of claim 45, the enabling game play comprising:  
displaying graphical images on a display of the remote gaming device.

50. (Previously Presented) The system of claim 31, wherein the game play signals are  
broadcast on a radio frequency sub-carrier band.